

# PALADIN SUBCLASS: THE APOSTATE

SOME PALADINS SWEAR AN OATH TO AN ORGANIZATION or kingdom only to become disillusioned with the ideals it represents. They may even discover corruption and wickedness within the ranks of their fellows.

In these cases, many will swear off their original Oaths, standing up against what they don't believe in and are then shunned or banished because of it. These apostates press on to find the courage within themselves to fight for what is right and learn to thwart the divine and arcane abilities of the ones they once called their allies.

## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Channel Divinity: Abjure the Divine.** As an action, you can weave a protective barrier against beings of good and evil. You gain the effects of the Protection from Evil and Good spell for 1 minute or until you lose your concentration (as if you were concentrating on a spell). When you reach 6th level, this benefit extends to creatures you choose within your aura.
- **Channel Divinity: Disrupting Strike.** When you hit a creature with a weapon attack, you can infuse your strike with magic-disrupting power. If your target is concentrating on a spell, they have disadvantage on saving throws to maintain concentration on that spell until the end of your next turn. If the target is not concentrating on a spell, they cannot cast a spell that requires concentration until the end of your next turn.

## OATH SPELLS

You gain oath spells at the paladin levels listed in the Apostate Spells table.

## APOSTATE SPELLS

Paladin Level	Spells
3rd	<i>absorb elements, identify</i>
5th	<i>detect thoughts, silence</i>
9th	<i>counterspell, magic circle</i>
13th	<i>banishment, resilient sphere</i>
17th	<i>dispel evil and good, hallow</i>

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## AURA OF CONCEALMENT

When you reach 7th level, you and friendly creatures within 10 feet of you are hidden from divination magic and can't be targeted by such magic or perceived through magical scrying sensors.

At 18th level, the range of this aura increases to 30 feet.

## SPELLCASTER'S BANE

At 15th level your ability to smite magic-users improves. The damage of your Divine Smite increases by 1d8 if the target has the Spellcasting feature. This ability does not apply to creatures with the Innate Spellcasting feature or creatures that can only cast spells using items or scrolls.

## ARCANE GUARDIAN

At 20th level, you can assert your power as a strong bulwark against divine forces. You can use your action to gain the following benefits for 1 minute:

- When a hostile creature in your aura attempts to cast a spell, you can use your reaction to force it to make a Wisdom saving throw (DC equal to 8 + your Charisma modifier + your Proficiency Bonus). On a failed save, the spell fails.
- When you succeed on a saving throw against a spell, you can use your reaction to choose a number of creatures up to your Charisma bonus within your aura to also automatically succeed on their saving throws against the same spell.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.



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